



The Daily VARIETY™

CELEBRITY DISAPPEARANCES CONTINUE TO HAUNT L.A.

Foul Play or PR Hoax?



Hollywood Hills, site of serial kidnappings. Security tightens, real estate plummets, and locals wonder: "What about the party scene?"

As the recent rash of celebrity disappearances continues into its sixth month, denizens of Tinseltown have begun to wonder: *Who's next?*

There seems to be no rhyme or reason to the string of incidents that has haunted the Hollywood community in recent months. One by one, stars are

vanishing... seemingly into thin air. The case has baffled L.A. police, who continue to refuse comment.

The apparent lack of physical evidence has led some industry insiders to suggest that the incidents are possibly an intricately conceived hoax. "Movie stars have done weirder things for publicity purposes," said one veteran Hollywood flack, citing the Reagan presidency.

But authorities continue to treat the case as a serial kidnapping.

Need Help?
Call Accolade
Customer Service



(081) 877-0880
10 a.m. - 5:30 p.m.

Copy Your Game Disks!

We recommend you immediately create backup disks using normal DOS copy commands (see your DOS manual). *Lost in L.A.* has no on-disk copy

protection. Once you've copied the program, place your original disks in a safe, dry location, then use the backup disks to install the game on your hard drive.

INSIDE:

Getting Started	2
System Requirements	2
Memory Requirements	2
Hard Drive Installation	2
Setup	3
Starting the Game	3
Copy Protection	3
How to Play	4
A Note About the Game	4
Controlling Les	4
Sleuthing Around	5
Talking to People	6
Information Bar	7
System Menu	7
Load a Game	7
Save a Game	8
Restart a Game	8
Quit the Game	8
Sound Control	8
Speed Control	8
Help	9
Version Number	9
Cancel	9
The Manley Inventory	9
Troubleshooting	10
Appendix: How to Boot A System "Clean"	11

GETTING STARTED

System Requirements

To play *Lost in L.A.*, you'll need the following:

- 10 MHz or faster AT Class system
- 640K of RAM
- VGA or MCGA video card
- Hard drive

Memory Requirements

Lost in L.A. requires a lot of attention from your computer system. If your computer does not have approximately 570K free RAM (check your README file for the exact amount by typing **TYPE README** at the prompt for the drive/directory where you installed the game), you will get the error message "INSUFFICIENT MEMORY" on your display when trying to run the game. Here's why:

Most computer games for IBM and compatible systems, including *Lost in L.A.*, reside in the base 640K of RAM. DOS and related memory resident or "startup" programs, such as menu systems, screen savers, virus checkers, keyboard utilities, Microsoft Windows, PC Tools, Norton Utilities, etc., also reside in the same 640K of base RAM. Device drivers (such as mouse drivers), by and large, are also located here. These startup programs and device drivers boot from the AUTOEXEC.BAT or the CONFIG.SYS files of DOS automatically when the computer is powered up.

Note: The AUTO-EXEC and CONFIG files are usually located in the root directory of your hard drive

Free RAM is the area of the 640K base memory left over after DOS, startup programs, and device drivers have loaded. What's left is where your game will run. If there is not enough free RAM left for the game, there will be problems. Even if you have extended memory above and beyond 640K, the game and DOS still reside in the 640K base memory of your system, and you can still have loading problems due to lack of free RAM.

If You Get the "In-sufficient Memory" Error Message:

The CHKDSK command of DOS will give you information about the memory in your system, including free RAM. If you type **CHKDSK** (and press **Enter**) at the C: prompt, the last line of information will tell you how many bytes your computer has free after DOS loads (see your DOS manual for details). If you have fewer than 570K bytes free, you'll need to boot your computer "clean"

(without the startup programs) to load *Lost in L.A.* successfully.

There are many ways to boot your computer clean to maximize free RAM. See Appendix: **How to Boot a System "Clean"** for some of the most common techniques.

Note: Digitized audio samples will play in some areas of the game if sufficient memory is available.

Hard Drive Installation

Follow the instructions below to install *Lost in L.A.* onto your hard drive:

- 1 Boot your computer as normal, then insert **Disk 1** into your floppy disk drive.
- 2 At the drive prompt for that floppy drive, type **install** and press **Enter**.
- 3 Follow the on-screen instructions. You will be prompted to designate the drive and directory where you wish to install *Lost in L.A.*. (Default is drive C: under the directory **Les2**.)
- 4 Switch disks when prompted.

Sam's Cafe™



- Dining
- Dancing
- Babe Watching

"The Most Edible Clams in Venice Beach"

Setup

The Setup program configures *Lost in L.A.* to run on your hardware. Setup must be run the first time you play the game, during each installation and after any hardware changes.

Note: These instructions assume you used the default drive (C:) and directory (\Les2) when you installed the game. If you didn't use the default selections during installation, replace "C:" and "\Les2" listed in the directions below with the drive and directory you used.

- 1 Type **cd les2** then press **Enter**.
- 2 At the drive/directory prompt, type **setup** (e.g., C:\LES2>setup). Now press **Enter**.
- 3 The Setup program will ask you to make a series of choices regarding your hardware configuration. Press the letter that represents the right choice for your hardware.
- 4 Once you've made your choices, the Setup program will ask you to confirm

them, then return you to the drive prompt for loading.

Note: After you've installed the game onto your hard drive and answered the Setup questions, you might need to make changes in your hardware configuration at a later date. To reflect those changes in the game software, use the Setup procedure again. The Installation procedure (install.exe) is only needed for copying the game from diskettes onto your hard drive.

Copy Protection

Lost in L.A. uses a codewheel as copy protection. When the copy protection screen appears, your screen will show four elements (two FACES, a LOCATION, and a CHARACTER name) and a box to type in.

Now follow these instructions. Please read them carefully:

- 1 First, line up the TOP HALF OF THE FACE ON THE LEFT with the BOTTOM HALF OF THE FACE ON THE RIGHT. Do this by rotating the outer ring of the codewheel until the top half of the left face lines up with the bottom half of the right face, which is found on the middle ring of the codewheel.
- 2 Now rotate the inner ring so the LOCATION name is lined up under the two aligned FACE halves. OK, here's where a lot of people mess up. Pay attention now!
- 3 Now, without moving any of the rings, find the CHARACTER name on the inner ring.

Very Important Note: This CHARACTER name will not necessarily be found under the items you previously lined up on the codewheel. Look all around the inner ring!

- 4 There is a cut-out window immediately above the CHARACTER name. In that window is a 4-digit NUMBER.
- 5 Type in that NUMBER. The game will now load.

You'll get three chances to type a correct number. If you miss three times, *Lost in L.A.* will kick you back to DOS.

Les Boutique™



We're on Rodeo Drive. Are you?

Designer Fashions & Accessories
Beverly Hills

Major credit cards only

HOW TO PLAY

A Note About the Game

The basic premise of *Lost in L.A.* is this: Les Manley is the central character. You direct Les to do and say things. When the game responds, it is responding to Les. Information comes to you through Les — through his eyes, ears, etc. If you want to look around, talk to people, or manipulate objects, you have to direct Les to do it for you.

Controlling Les

Mouse control is highly recommended in *Lost in L.A.*, and will be referred to throughout this manual. However, if you are using the keyboard, follow the directions below:

On the Game Screen

←↑↓→ Moves cursor around the current scene.



Selects item selected by cursor in current scene.

Activate Information Bar, System Menu, and Inventory Items



Moves cursor to bottom of screen until Information Bar appears.



Moves cursor over an inventory icon or the System Menu icon.



Selects an inventory icon or activates System Menu icon.

In System Menu, Inventory Items, and Dialog/Options Boxes



Scrolls up or down a list of options.



Selects an option, "drops" a selected inventory item, or speeds up dialog exchanges.



Moves a selected inventory item.



Exits an options box.

Hollywood Wax Museum



Grand Re-Opening!



All-New Attractions Include:

- "Missing Celebrities Exhibit" — updated weekly!
- "Works-in-Progress" Exhibit features up-to-the-minute cosmetic surgery changes of your favorite stars!
- Try our delicious new salad bar!

And don't forget our famous "Hollywood Horror Chamber." Grisly, gut-wrenching fun for the whole family!

Les Manley, LaFonda Turner, Madonna, Helmut Bean, WILL, Les Manley in *Lost in L.A.*, Luther Blue Studios, Tinseltown Tidbits, Les Boutique, Sam's Cafe, The Daily Variety, Bella Bella, Stop That Noize Boyz, Chuck D Flav, Public Nemesis, Nikopoulos, Paramount, Mike Ditka Ultimate Football and The Jaws of Cerberus are trademarks of Accolade, Inc. Elvira image © 1991 Queen "B" Productions. Elvira is the registered trademark of Queen "B" Productions. All other products and corporate names are registered trademarks and trademarks of their respective owners.

Sleuthing Around

As you move the mouse, the on-screen cursor will move too. As the cursor scans across objects or people in a scene, it will change shapes, depending on what Les can do at that spot beneath the cursor on the screen.

There are four types of cursor shapes:



Indicates a location that Les can walk to.



Indicates an object or person Les can interact with.



Indicates nothing can be done here.



Indicates something is happening. You can do nothing but wait until it disappears.

“Footprint” Cursor

If the cursor is in the shape of two footprints (see diagram above), it means Les can walk to that spot in the scene. Simply click the **left mouse button** to move Les to the spot where the cursor is currently positioned.

Note: In some scenes, you won't see Les at all. That's because you get to see these directly through his eyes — from a “first-person” point-of-view. You can't move Les in these scenes, which is why you won't get the “footprint” cursor. To exit these areas, you must engage in conversation with the character(s) in the scene.

? Cursor

As you move the cursor through the scene, it will sometimes change to a question mark. This means you have located a person or thing that Les can interact with in some way.

- When the ? cursor appears, click the **left mouse button** to see what Les can do with that object/person. Depending on where you clicked, you will either get a description or statement about that object, or else a box listing Les' options — *e.g.*, Talk to, About..., Use with..., Open, etc. (See **Fig 1.**) Press the **right mouse button** (or Esc on the keyboard) to exit this options box without making any selections.
- If the options box appears, a small “scroll arrow” appears to the left of the box, pointing to Les' choices. If there are more options available than can be displayed in the window at one time, another arrow will point up or down, where further possibilities are listed. Move the mouse **forward** and **back** to scroll through all the available options.

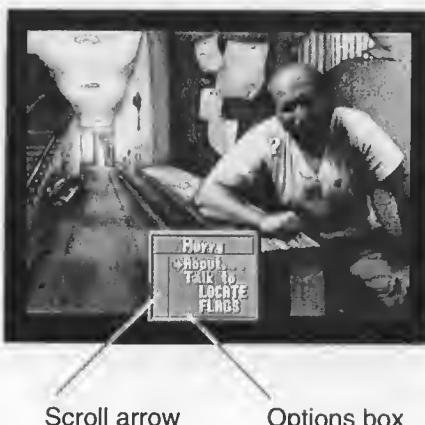


Fig 1. “? cursor” options

3 Move the mouse **forward/back** until the scroll arrow points to the action you would like Les to take. Press the **left mouse button** and Les will obey your command. Les' choices of action will vary from item to item. Here are a few of the more common options:

- About...** : This will tell Les (and you) more about the object.
- Take:** This will motivate Les to take possession of the item ... or try, anyway. If he's successful, the object will go into his inventory.
- Talk to:** This will bring up a selection of conversational openers for Les to try. (See **Talking to People** section.)
- Mulch:** This is the only possible action option not currently available in *Lost in L.A.*

Tinseltown Tidbits

Lester P. Manley, the charismatic former owner of New York television station **WILL™**, has been trolling the streets of Tinseltown in recent days. Asked if he was visiting for business or pleasure, Manley said, “I'm looking for my friend, Helmut Bean™. Have you seen him?” Sadly, no, but we wish you luck, Lester!



Talking to People

When Les meets another person in the game, he often has the option to speak to them. By saying the right things to the right people, Les can trigger new events, discover clues and figure out who kidnapped his friend, Helmut Bean. But be forewarned. The wrong word to the wrong person can mean failure for Les ... and disaster for Helmut!

To have Les talk to another character:

- 1 When the cursor is over a person and changes to a question mark, click the **left mouse button** to bring up a box listing Les' options.
- 2 Move the mouse **forward/back** to position the scroll arrow next to the Talk To option. Click the **left mouse button**. A new box will appear on the screen listing conversational options.
- 3 Now move the scroll arrow next to the statement you want Les to make, then click the **left mouse button** again.
- 4 The conversation will now begin. The person will respond to Les' comment, and sometimes Les will automatically reply to their statements. When the exchange is over, another selection of statements may appear. Treat them in the same way, choosing the line that you want Les to say.

Note: Les Manley's speech is always printed in white letters.

To Speed up Dialog:

If you finish reading a line of dialog before it disappears, you can click the **left mouse button** (or press **Enter** on the keyboard) to cause the next line to appear right away. If you don't click the button, the conversation will automatically proceed at a set pace.

NOW PLAYING!

LES MANLEY IN: LOST in L.A.™

Directed by Steve Cartwright • Produced by Sam Nelson • Story by Rick Barba, Steve Cartwright, Justin Chin, Jeff Hoff, Sam Nelson • Written by Rick Barba, Steve Cartwright, Cyndi Kirkpatrick, Sam Nelson, Keith Orr, Jerry Pape • Art Direction - Justin Chin • Lead

Animator - Bonnie Borucki •
Animation - Matt Davison,
Beckett Gladney, Taunya
Gren, Jeff Sturgeon • Lead
Background Artist - Janet
Strong • Beckett
Mitchell-Backgrounds -
Mitchell-
Nowak, Judy Gladney, Caitlin
Make-Up - Dayton, Peter
Davison, Mike
Video Sakai, Scott Sava
Chin, Matt Justin Chin, Matt
Gren, Jeff Taunya Gren •
Allen Ken- Cartwright, Justin
Lieblich, Russell Dayton, Taunya
Shiffer • Technology - Michael Berlyn, Steve
Cartwright, Bob Smith • Testing - Cyndi Kirkpatrick, Sam Nelson,
Keith Orr • Manual - Rick Barba, Cyndi Kirkpatrick • Special
Thanks - Frank Laney



The Cast (all character names listed below are trademarks of Accolade, Inc.)

Les Manley	Johnny Orason	Studio Guard	David King
Helmut Bean	Jeff Rianda	Video Director	Rick Barba
LaFonda Turner	Tracy Kibort	Video Assistant	Jeff Hoff
Cristy	Dena Brautovich	Tony Leoni	Russell Lieblich
Misty	Karen Kuomas	Luther Blue	Jeff Wagner
Lance	Danny Pisano	Abe Goldstein	Mark Kibort
Rainbow	Dina Marie Valentone	Dr. Nick	Rob Bonham
Lou	Richard Booroojian	Maladonna	Allyson Beaulieu
Murry	Mike Mathisen	Zombie #1	Lynne Parmley
Dominique	Krista Sleadd	Zombie #2	Laurrah Burns
Monique	Caitlin Lavitsky	Mad Wax	Justin Chin

INFORMATION BAR



System Menu Icon

Inventory Items

Fig 2. The Information Bar

The Information Bar is the brain center of *Lost in L.A.* Les' inventory appears on it, and the System Menu is located in it. To access the Information Bar, move the cursor to the very bottom of the screen. When you do, a bar running the length of the bottom of the screen will magically appear.

Tinseltown Tidbits

Chuck Norris was seen power lunching at Spago's yesterday with Paramount's mega-mogul Abe Goldstein. Rumor is they have finally closed a deal on the latest Norris action feature! Title and storyline are as yet undisclosed, but Tidbits inside sources report a "Kafkaesque romp" based on a series of Harvard lectures and essays by French deconstructionist Roland Barthes. Look for the steamy pot-boiler to begin filming in March.



System Menu

The System Menu contains handy options such as Saving, Loading, Restarting, and Quitting a game. You can also adjust the speed and the sound of the game, or display a Help menu.

To access the System Menu:

- 1 Move the cursor to the very bottom of the screen to display the Information Bar. The System icon is the computer icon at the far left of the bar. (See Fig 2.)
- 2 Click on the icon with the **left mouse button**. The System Menu will appear. A scroll arrow appears to the left of the options on the System Menu.
- 3 Move the mouse **forward/back** to position the scroll arrow next to the option you want, then click the **left mouse button** to select the option.

The following options are available in the System Menu:

Load a Game

Loading a game will return Les to the exact location and conditions that existed when you saved that game. After selecting **Load a game** from the system menu, a window will appear that displays the saved games available for loading.

To load a game:

- 1 Move the cursor to the desired saved game. Press the **left mouse button**. That selection will now be highlighted.
- 2 To load that game, click on **Load** with the **left mouse button**.

To look in another drive or directory for games to be loaded:

- 1 Move the cursor over the **DIR** button on the screen. Press the **left mouse button**. A window will appear that shows the current drive and directory.
- 2 Use the **[Backspace]** key to erase whatever you want to replace, then type in the new information, like this: (new drive letter):\ (new directory name)
- 3 Press **Enter**. A new window will appear that displays the games for loading that were stored in the newly selected drive and directory.

If you decide you don't want to load a game:

Move the cursor over the **Cancel** button on the screen. Press the **left mouse button**. You will be returned to the game.

Bella Benefit

A benefit was held on Friday in the name of Bella Bella™, music video star and one of the first victims of the L.A. kidnappings.

Top agent Tony Leoni organized the gala event. "We're sending the proceeds to Whale Awareness," said Leoni. "Bella was a sensitive, socially concerned performer. She would have wanted it this way."

Bella's latest MTV offering, "You're My ATM, Baby," was knocking bitter rival Maladonna off the charts when Bella vanished from her Hollywood home.

Save a Game

You can save a game while it is in progress. Loading that saved game later will return Les to the exact location and conditions that existed when you saved. **IT'S A GOOD IDEA TO SAVE BEFORE YOU HAVE LES DO ANYTHING THAT SEEMS CHANCY!** You can also save a game in progress if you need to quit for a while. When you return, loading that saved game will allow you to pick up again just where you left off.

After you select **SAVE A GAME** from the system menu, a window will appear that displays the saved games.

To Save a Game:

- 1 The default slot for saving the game will be highlighted. If you wish to change this, move the cursor over the slot you want to use and click the **left mouse button**.
- 2 Type in a name for your saved game. (You can use the **[Backspace]** key, if you want to replace an existing saved game).

Tinseltown Tidbits

Tidbits recently spotted Kevin Costner in Les Boutique on Rodeo Drive, shopping for the big Nikopoulos™ bash up on Mulholland Drive this weekend. The corpulent hunk says he's expecting mayhem! "I've always found DoctorNick's parties to be a metaphor for the decline of Western civilization," he said. "They're really neat!"



3 When you are done typing, move the cursor over **SAVE** and click the **left mouse button**. The game will be saved and you will be returned to play.

To save a game in another drive or directory:

- 1 Move the cursor over the **DIR** button on the screen. Press the **left mouse button**. A window will appear that shows the current drive and directory.
- 2 Use the **[Backspace]** key to erase whatever you want to replace, then type in the new information, like this: (new drive):\ (new directory name)
- 3 Press **Enter**. A window will appear for saving games in the new drive and directory.

If you decide you don't want to save a game:

Move the cursor over the **Cancel button** on the screen. Press the **left mouse button**. You will be returned to the game.

Restart the Game

This option will put Les right back at square one next to The Pit in Venice Beach. If you select this, a window will appear that asks if you're sure. Click on **Restart** with the **left mouse button** if you're positive you want to start from scratch. Click on **Cancel** with the **left mouse button** if you decide to keep on playing.

Quit the Game

Select this if you want to quit on the spot. An option window will appear. Click on **Now** with the **left mouse button** if you're sure you want to quit the game. You will be returned to DOS. Click on **Not Yet** with the **left mouse button** if you'd rather keep on playing.

Coming Soon!

ELVIRA® II The Jaws of Cerberus



- **5 Times as large as Elvira® I**
- **Outstanding graphics & sound**

To order: visit your favorite software retailer

Sound Control

This lets you turn the music on or off. With some sound cards, this option will also allow you to adjust the volume of the music. Move the cursor over the button that represents your musical preference and press the **left mouse button**. Your choices are: **off**, **medium** or **loud**. The buttons with asterisks (*) allow smaller adjustments of the volume.

You can also toggle sounds on or off by pressing **Alt-S** on the keyboard.

Speed Control

This panel allows you to adjust the speed of animation in the game. Most importantly, it affects how quickly Les walks across the screen. Each time you click on **Faster**, the bar at the top will increase by one, and Les will walk that much faster. **Slower** has the opposite effect. Selecting **Done** will return you to the game with the chosen speed in effect.

On the keyboard, press the **+** (plus) key to speed Les up, and the **-** (minus) key to slow him down.

Help

This option gives you some tips on playing. You're reading the manual, so you probably won't need to use it, but it's there if you want a little advice during play. To see more Help information, click on **Next**, or you can click on **Back** to go back a page. To return to the game, click on **Cancel**.

Version Number

This displays a number indicating which version of *Lost in L.A.* you are playing. If you happen to call our Customer Service Department with questions, they can help you better if you can tell them this number.

Cancel

Select this to return to the game.

Rapper Wraps Record, Raps Rip-Off "Artists"

Public Nemesis™ put the wrap on a new album yesterday ... and used the occasion to launch a bitter attack on rap proliferation.

At a combative press conference announcing the group's new release, *Stop That Noize, Boyz*™, Nemesis spokesman Chuck D Flav™ charged that the wide acceptance of rap has diluted the art form and spawned an infestation of parasites interested only in slumming, scamming babes and bottom-line profit.

"Nuke the streets of Hollywood, man," said the flamboyant rap prince. "Rich little *bleepheads* crawling out of the Hills, hanging on the Boulevard. It's a disease, man."

Explicit lyrics and a playful, romantic sense of misogyny are expected to make *Stop That Noize, Boyz* a controversial best seller.

The Manley Inventory

Les Manley's inventory is located on the Information Bar (see **Fig 2**, pg. 7). To see what Les is carrying:

- 1 Move the cursor to the bottom of the screen until the Information Bar appears. If Les is carrying anything with him, a picture of it (an icon) will appear on the bar.
- 2 To see what Les can do with a particular inventory item, move the cursor over the icon and click the **left mouse button**. A box will appear giving Les' some options, similar to those when Les interacts with objects in a scene. Some of the more common options are:

- **About...**: Tells Les (and you) more about the object.

- **Drop**: Causes Les to drop the item on the ground. It will stay where he dropped it and you can have him pick it up later, if you like.

- **Use with...**: Changes the cursor to a picture of the item. Now you can use the mouse to move this item over another object. This can be:

- a person
- another object in Les' inventory
- an object in the scene

Click the **left mouse button**. You will receive information that tells you what happened when Les put those two things together.

To put the item back in inventory, click the **right mouse button**. (You can also position the item on a blank area of the Inventory Bar and click the **left mouse button**.)



"Just say cheese, babe."

Luther Blue Studios™

Affordable Portfolio Photography

- **Discreet, Professional Work**
- **Favorable Rates**
- **Camera, Film & Lens Provided**



Flashing Hollywood's Finest Since 1968 • Sunset & Vine

TROUBLESHOOTING

If you have any questions about *Lost in L.A.* and can't find the answers in the manual, our Customer Support folks can help. You can call us at (081) 877-0880 between 10 a.m. and 5:30 p.m., Monday to Thursday. Or write to us at

Accolade Europe Ltd.
Attn: Customer Service
Bowling House
Point Pleasant
Wandsworth
London SW18 1PE
England

Please be sitting in front of your computer when you call, and have the following information handy: your computer's brand and model (AT, PS/2, etc.), the amount of memory (RAM), what peripherals are attached, the type of graphics card and monitor, the contents of your CONFIG.SYS and AUTOEXEC.BAT files.

Please read the following section before calling us. It might solve any problems you may have.

If Your Game Doesn't Load Properly:

First, please re-read the manual and try the instructions again step by step. One misstep can blow the whole thing. If it still doesn't load, check your Autoexec.bat file for memory resident utility programs (menu programs such as 1 Dir+ and PC Shell; utilities such as Sidekick and PCTools; disk caching programs such as PC Cache and Lightning) and remove them.

Also: Check your Config.sys file for device drivers which could cause prob-

lems — such as an expanded memory driver for RAM disks. To find these DOS files, type **CD C:** at the C> prompt. Then type either **TYPE AUTOEXEC.BAT** or **TYPE CONFIG.SYS** — if the files are there, the info will scroll onto the screen. If you suspect that a program listed there is causing problems, try the following:

- Reboot your system with a "clean" DOS disk from the A> prompt. A clean DOS disk is a disk bootable with no Autoexec.bat and Config.sys file. (See **Appendix**) Then proceed with normal game instructions.

If You Get Garbled Graphics (or None at All):

If you load the program and nothing appears on your screen (or what does appear, seems garbled), you may not have specified the proper graphics type for your system.

- Check your hardware manual to make sure your computer can run this game.
- Re-read the **Getting Started** section, and make sure you've specified the correct graphics option for your computer.

If You Have a Supported Sound Board, but Get No Sound:

Lost in L.A. supports the popular sound devices (AdLib, Sound Blaster, and Roland) for the music. If you have one

of these but get no sound from it:

- Make sure you've chosen the correct option when you installed the program.
- Check to make sure the sound board is properly seated in its slot.

If Your Mouse Doesn't Work with *Lost in L.A.*:

Lost in L.A. will utilize a mouse for input control if it sees one. If you have a mouse connected, but it doesn't work:

- Make sure the mouse driver (mouse software) has been loaded before starting our program.
- Double-check to make sure it's plugged into your computer.

**To ORDER MORE
ACCOLADE GAMES**

**VISIT YOUR
FAVORITE
SOFTWARE RETAILER.**

APPENDIX

How to Boot a System "Clean"

If you get an "Insufficient Memory" error message when trying to load *Lost in L.A.*, you probably need to boot your computer "clean" — that is, without any memory-resident startup programs.

To Format and Load a Clean DOS System Disk:

- 1 At the C: prompt of your hard drive, type **FORMAT A:/S**, then press the **Enter** key.
- 2 Follow the on-screen prompts (insert a blank disk into your A: drive, etc.).
- 3 Label your new formatted disk "CLEAN DOS SYSTEM DISK." Insert this new DOS system disk into your A: drive and reboot your computer.
- 4 Press the **Enter** key twice to bypass the date and time prompts, and you will be at an A: prompt. You have now maximized free RAM, and have booted your computer clean.
- 5 Follow page 2 of the manual to install or load *Lost in L.A.*.

Note that the prompt statement will not load with your system when you boot clean. The prompt statement tells you where you are in your hard drive — i.e., the name of the subdirectory you are in. When you change directories in your hard drive, the name of the subdirectory will not appear next to the prompt (you will see just a C: prompt) even though

you are indeed in that subdirectory. The explanation below will show you how to add the prompt statement to your clean DOS system disk.

To Add the Prompt Statement to your Clean DOS System Disk:

- 1 Insert the clean DOS disk into your A: drive and type A: then press **Enter**.
- 2 Type **COPY CON AUTOEXEC.BAT** and press **Enter**.
- 3 Type **PROMPT \$P\$G** and press **Enter**.
- 4 Press the **F6** key on your keyboard (this copies the information you typed in steps 2 and 3 to the new AUTOEXEC.BAT file). Your display should say "1 file copied".
- 5 With your clean DOS disk still in drive A:, reboot your computer. The prompt statement is now loaded.

To Boot a Computer Clean from the Hard Drive:

The following steps will allow you to boot your computer clean without booting from a clean DOS system disk as above. This technique will involve renaming the AUTOEXEC.BAT and possibly the CONFIG.SYS files of DOS on your hard drive. The RENAME command of DOS is quite handy because it does not delete or rearrange any of the contents of the file(s) renamed.

First try renaming the AUTOEXEC.BAT file (this file is where most startup, or memory resident programs are located). If you still come up short of the needed 550K free RAM, then rename the CONFIG.SYS file as well.

To RENAME the AUTOEXEC.BAT file:

- 1 Boot your computer as you would normally. At the C: prompt, type **RENAME AUTOEXEC.BAT AUTOEXEC.TMP** and press **Enter**. Please note the spaces in the command that you type.
- 2 Reboot your computer. Your system will now be ready to load *Lost in L.A.*. Follow page 2 of the *Lost in L.A.* manual for details. If you attempt to load the game and still get an "INSUFFICIENT MEMORY" message, rename the CONFIG.SYS file as outlined below.



- More features
- More options
- More action
- More fun

MIKE DITKA
ULTIMATE FOOTBALL

Now available at your favorite software retailer.

To RENAME the CONFIG.SYS file:

1 Boot your computer as you would normally. At the C: prompt, type **RENAME CONFIG.SYS CONFIG.TMP** and press **Enter**. Please note the spaces in the command that you type.

2 Reboot your computer. Your system will now be ready to load *Lost in L.A.* Follow page 2 of the *Lost in L.A.* manual for details.

Note that the display probably looks different now on startup than usual. Don't be alarmed. Your "normal" startup programs still exist within your newly renamed files; they did not load because of the name change of the AUTOEXEC and CONFIG.SYS.

To Put a System Back the Way it Was:

1 Change to the root directory of your hard drive. (To get to the root or main directory of your hard drive if you are anywhere in your C: drive, type **CD** then press **Enter**).

2 Type **RENAME AUTOEXEC.TMP AUTOEXEC.BAT** and press **Enter**.

3 Type **RENAME CONFIG.TMP CONFIG.SYS** and press **Enter**.

4 Reboot your computer. Voila! Your computer will now be back to normal!

If you attempt any of the above and still have difficulty, please contact Accolade's Customer Support team at (081) 877-0880 10 a.m. to 5:30 p.m., Monday through Thursday.

CUSTOMER SERVICE

Customer Service: (081) 877-0880

If you need help with this — or any other — Accolade product, please give us a call between the hours of 10 a.m. and 5:30 p.m. Be sure you are at your computer when you call. We'll try to solve your problem or answer your question. Or write to us at: Accolade Europe Ltd., Attn: Customer Service, Bowling House, Point Pleasant, Wandsworth, London SW18 1PE, England.

90-Day Warranty

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the Software that the recording medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge. To speed up processing, return only the disk, not other materials). Please retain your receipt as proof of purchase and include it when returning faulty disks for replacement.

Back-Up Disk & Copy Protection

We know you're concerned about disk damage or failure. So feel free to make a back up of the game. See your computer manual for details about saving disks. If your off-disk copy protection becomes damaged or destroyed, send us

the remains, and we'll give you a replacement.

License Agreement and Legal Mumbo Jumbo

This computer software product (the "Software") and the user manual are provided to the Customer under license from Accolade, Inc. and are subject to the following terms and conditions, to which the Customer agrees by opening the package of the Software and user manual and/or using the Software. Granting of this license does not transfer any right, title or interest in the Software or the user manual to the Customer except as expressly set forth in this License Agreement.

The software and the user manual are copyrighted 1991 by Accolade, Inc. All rights are reserved. Neither the Software nor the user manual may be duplicated or copied for any reason. The customer may not transfer or resell the Software or user manual. All registered trademarks and names are properties of their respective owners.

The remedies provided above are the Customer's sole and exclusive remedies. In no event shall Accolade, Inc. be liable for any direct, indirect, special, incidental or consequential damages with respect to the Software or the user manual. Except as provided above, Accolade, Inc. makes no warranties, either express or implied, with respect to the Software or the user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.